

Walk up to the red gate and step on the button just below it.

Go through the gate. As you do so you activate the OG switch - orange and green gates open.

Step on and off the OG switch again to close them again.

Press the OGB switch - orange, green and blue gates open.

Press the OYB switch - orange and blue gates close, yellow gate opens.

Now go to the OB switch and the blue and blue gates will open.

All gates should now be open and you can walk through. Be careful not to step on any buttons as you walk around.

As you walk down the path to the right you go over four round buttons, and in doing so the gates will close again.

Press the I (indigo) button and wake up the stinkers.

To get back you need to go through the gates yourself using the stinkers to stand on the buttons at the right for you, as they are round buttons they have to have someone stood on them.

Stand in the space between the buttons and the gates and move one stinker onto the G button and one onto the B button.

Walk onto the open green gate.

Move the bottom stinker off the B button and up onto the Y button.

Walk onto the open yellow gate.

Move the top stinker off the G button and down onto the O button.

Walk through into the other area.

Stand above the OB switch and move the stinkers about to close all gates then move them to the spaces between the buttons and the gates.

Now go through the same sequence you did to get through the gates at first.

Bring one stinker through and stand him out of the way of any switches.

Step on and off the OB button, then go through the sequence again to bring the other stinker through.

Step on the R button if the gate is closed and take both stinkers through. Get the coins before leading stinkers to exit.

Solution by popo.